

Name: Tra McCormish

Sex: F Age: 25 Ethnicity: Tri-Kazel

Player: Lise Profession: Vector of the Temple

Description: Recovering Alcoholic Vector

| BBB Ways | (RES |
|----------|------|
|----------|------|

Combativeness: 2

Empathy:

Creativity: 3

Reason: 1

Conviction: 5

Advantages 🔞

Financial Ease 3

Charismatic x2

Keen Dearing

Lettrée

Disadvantages

Fragile

Dealth Condition

| Good | 00000 |
|-------------|-------|
| Okay -1 | 00000 |
| Bad -2 | 0000 |
| Critical -3 | 0000 |
| Agony | O |



Stamina: 10

Survival: 2

Domains & Disciplines &

OOOOO+(CREA:3)

🚱 Close Combat

Malus:

OOO+(COMB: 2)

Malus:

Bonus: Disc:

Disc: Disc:

Bonus:

Disc:

Magience

OOOOO+(REA: 1)

Bonus:

Disc:

Malus:

Disc:

OOOOO+(EMP: 4)

Malus: Bonus:

Disc: Disc:

Disc: Disc:

● ● O O O + (EMP: 4)

Bonus: Malus:

🚱 Stealth

Disc: Disc: Disc:

@ Frudition

OOOOO+(REA:1)

Bonus: +1 Malus: Disc:

Disc: Disc:

Disc:

🚱 Natural env.

Disc:

@Demorthèn Mys.

OOOOO+(EMP: 4)Malus:

Bonus: Disc: Disc: Disc:

@ Occultism

OOOOO+(REA: 1)Malus:

Bonus: Disc: Disc: Disc:

@ Perception

● O O O + (REA: 1)

Bonus: +1 Malus: Disc: Disc:

Disc:

Ø Prayer

+ (CONV: 5)

Bonus: Malus: Disc : Miracles Disc: Disc:

@ Feats

00000+(COMB: 2)

Malus: Bonus: Disc: Disc: Disc:

@ Relation

• • • • + (EMP: 4)

Bonus: +2 Malus: Disc: Persuasion Disc: Disc:

Performance

OOOOO+(CREA:3)

Bonus: +2 Malus: Disc: Disc: Disc:

Science

OOOOO+(REA: 1)

Malus: Bonus: Disc: Disc: Disc:

Shooting & throw.

00000+(COMB: 2)

Malus: Bonus: Disc: Disc: Disc:

@ Travel

 \bullet OOOO+(EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

| Weapons dmg: dmg: dmg: dmg: dmg: Dozenzial: 2 | Combat attitudes CàC/Tir Standard Atk: 4/2 Def: 10 Spd: 6 Offensive Atk: 6/4 Def: 8 Spd: 6 Defensive Atk: 2/0 Def: 12 Spd: 6 Quick Atk: 4/2 Def: 8 Spd: 8 Covement Atk: 0/0 Def: 12 Spd: 6 | Defense: 00000 00000 Speed: 00000 Armor: |
|---|---|--|
| @ Equipment | | Treasure |
| | | O A Azure |
| | | 10 Frost |
| | | Valuables |
| Arrifacts | © Combaz arzs | Resources |
| | | 00000 00000 00000 |
| | | 00000 00000 00000 |
| Rindath Score: 9/9 | Exaltation Score: 20/20 | Flux Mineral Flux |
| Ogham: | Major miracles: | 00000 00000 00000 Vegetal Flux |
| (GI) | | OCOOO OCOOO OCOOO Organic Flux |
| 3 | Minor miracles: | 00000 00000 00000 Fossil Flux |
| | | |



Birthplace: Gwidre - Region of Ard-Amrach - Urbain

Social class: Clerge Setbacks: Adversary

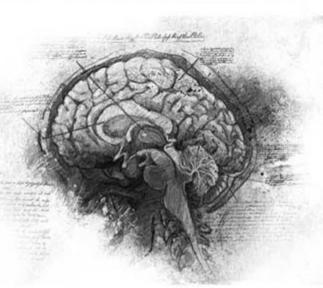
Lyra grew up in a city parish. A natural-born leader, she was never quite one to be discrete. In her eagerness to experience life, she acquired a certain taste for ceremonial wine. That particular weakness got her in trouble when she snuck into the reserve and drank the bottles that had been saved up for a visit from a representative of the High Cenacle. Exasperated, the Head Priestess found a way to cast her out: Lyra was forcefully weaned off, inducted into the Vectors and invited to go spread the One God's wisdom... preferably far far away from her hometown.

Mental health

Mental Resistance: 10

Balance Syndrom Madness Symptom TRAUMA: •0000 00000 00000 00000 00000 00000 00000 00000 Hardening:

Disorder: Mysticisme Str./Weak: Scarring: Special Ability:



Personnality

Conscience: 6 Instinct: 5 Orientation: Rationnelle

Character traits: Quality: Extravertie

Flaw: Imprudente

Daults (2)

Dassion:

Influence:

Doubt:

Guile:

Experience Points Reste: 5

Total: 100

Highlights: Her little adventure in the wine cellar cost Lyra the trust of her superior: the Head Priestess of her hometown is now a powerful enemy.